

**Total  
Annihilation:  
Kingdoms**  
v1.1 Patch

**COMPANY**  
[Cavedog](#)  
[Entertainment](#)

**SIZE**  
2.77 MB

**ADDED**  
7/24/99

This patch deals with the following issues:

Fixes a bug with team settings remaining after loading a save skirmish.

Fixes a bug with units under transport. Units being transported will no longer have area of effect adjustments.